



Dear Sega Lancers:

The following are some "Helpful Hints" for Ghost House.

Killing Dracula

The objective of Ghost House is to kill Dracula who has stolen the Family Jewels. In Level One there are five Draculas to be killed. Each one has a jewel hidden in his coffin. You will have to capture a key to open each coffin. Once a key is used to open a coffin, you must capture another to open the next coffin.

Dracula can be killed by punching him five times or stab him three times with a knife. You can capture knives by jumping on them as they travel down the corridors. Once he has been killed he will turn into skull and crossbones. Do not continue to stab or punch him after he has died. Continued punching or stabbing will bring Dracula back from the dead!

Freeze the Action:

At various places in the corridors, there are overhead lemp that can be touched by sticks's head. When he jumps up and hits the lemp, it will cause all the monsters and Dracula to "freeze" for about four seconds. Since Dracula can only be destroyed while in human form, it is best to use this "Freeze Action" while Dracula is flying through the corridor as a bat and then move closer to him and begin your attack immediately after the flashing ends.

Also, you can capture arrows by jumping on them as they travel down the corridors. If you jump over sixteen arrows you will be some remarkably incredible. Now you can walk through the Fire Blower, Death Ghosts and Nets. It is also an excellent way to position yourself to kill Dracula. Also, each arrow you jump on is 200 points!

Treasure/Power Boosters:

Scattered throughout Count Dracula's mansion are small red and gold glowing question boxes. These boxes when you run over them will boost your energy on the power meter. These are also referred to as Treasure boxes. Each time you run over these boxes you will receive points. The points are not always the same amount, they could be 500 one time and 1500 the next time that's where the Treasure comes in.